

L Number	Hits	Search Text	DB	Time stamp
1	444	(273/260).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 12:43
-	17	(board same game) and (pull near4 (piece or token or marker))	USPAT	2004/11/04 14:27
-	22	(board same game) and (push near4 (piece or token or marker))	USPAT	2004/11/04 14:46
-	0	(board same game) and (push near6 (piece or token or marker)) and (pull near6 (piece or token or marker))	USPAT	2004/11/04 16:28
-	0	(board same game) and (push near8 (piece or token or marker)) and (pull near8 (piece or token or marker))	USPAT	2004/11/05 09:03
-	8	(board same game) and (repel near6 (piece or token or marker)) and (attract near6 (piece or token or marker))	USPAT	2004/11/04 15:14
-	0	((273/239).CCLS.) and (push near6 (piece or token or marker)) and (pull near6 (piece or token or marker))	USPAT	2004/11/04 15:15
-	0	273/239 and (push near6 (piece or token or marker)) and (pull near6 (piece or token or marker))	USPAT	2004/11/04 15:15
-	0	(push near6 (piece or token or marker)) and (pull near6 (piece or token or marker)) and (board same game)	USPAT	2004/11/04 15:16
-	280	(273/239).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/04 16:09
-	8	(board same game) and (trap near2 space)	USPAT	2004/11/04 16:36
-	0	(board same game) and (push near6 (piece or token or marker)) and (drag near6 (piece or token or marker))	USPAT	2004/11/04 16:28
-	0	(board same game) and (push near8 (car or auto or vehicle)) and (pull near8 (car or auto or vehicle))	USPAT	2004/11/04 16:31
-	5	(board same game) and (land near8 (remov\$ near8 (board or surface)))	USPAT	2004/11/04 16:39
-	1392	(board same game) and (remov\$ near8 (board or surface))	USPAT	2004/11/04 16:48
-	37	(board same game) and (land same (remov\$ near8 (board or surface)))	USPAT	2004/11/04 16:40
-	1106	(board same game) and (remov\$ near8 (board or surface)) and 273/\$.ccls.	USPAT	2004/11/04 16:49
-	25	(board same game) and (jail near4 (space or square))	USPAT	2004/11/05 10:25
-	686	(273/260,261).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/04 17:11
-	0	((273/260,261).CCLS.) and jail	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/04 17:11
-	25	((273/260,261).CCLS.) and (remov\$ near2 (space or square))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/04 17:14
-	2	((273/260,261).CCLS.) and (land same (remov\$ near2 (space or square)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/04 17:14
-	8	(board same game) and (push near8 mov\$) and (pull near8 mov\$)	USPAT	2004/11/05 09:06

	190	(273/246).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:07
	172 0	((273/246).CCLS.) and draft and pull	USPAT USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:08 2004/11/05 09:09
	3	((273/246).CCLS.) and draft	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:12
	1	((273/246).CCLS.) and vacuum	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:13
	4	((273/246).CCLS.) and pressure	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:14
	0	((273/246).CCLS.) and suction	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:14
	5	((273/246).CCLS.) and pull	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:16
	24	((273/246).CCLS.) and follow	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:33
	49	(273/270).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:34
	96	(273/275).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:35
	84	(273/289).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:42
	3 0	("3495831"   "3526403"   "3693976").PN. (board same game) and (push near8 (opponent near4 (piece or token or marker))) and (pull near8 (opponent near4 (piece or token or marker)))	USPAT USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:36 2004/11/05 09:44

	1	(board same game) and (push near8 (oppo\$ near8 (piece or token or marker))) and (pull near8 (oppo\$ near8 (piece or token or marker)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:48
	8	(("3851883") or ("4553756") or ("4886279") or ("5957455")).PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/11/05 09:48
	5	(board same game) and (freez\$ near8 (piece or marker or token))	USPAT	2004/11/05 10:44
	186	(board same game) and ((freez\$ or block) near8 (piece or marker or token))	USPAT	2004/11/05 10:48
	49	(board same game) and ((freez\$ or block) near8 (piece or marker or token)) and (remov\$ near4 (board or surface))	USPAT	2004/11/05 10:51
	12	(board same game) and ((freez\$ or block) near8 (piece or marker or token)) and (trap or jail)	USPAT	2004/11/05 10:59
	140	(board same game) and ((freez\$ or block or trap or jail) near8 (remov\$))	USPAT	2004/11/05 11:01
	75	(board same game) and ((freez\$ or block or trap or jail) near8 (remov\$)) and 273/\$.ccls.	USPAT	2004/11/05 11:01
	20	(US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or US-4878675-\$ or US-5803455-\$).did.	USPAT	2004/11/05 11:49
	5	((US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or US-4878675-\$ or US-5803455-\$).did.) and (trap or jail) and (remov\$ near8 (trap or jail))	USPAT	2004/11/05 12:06
	1	((US-5085441-\$ or US-4566694-\$ or US-4191379-\$ or US-4326720-\$ or US-3761092-\$ or US-4861039-\$ or US-5511792-\$ or US-5451061-\$ or US-5690332-\$ or US-4478419-\$ or US-5221084-\$ or US-4193602-\$ or US-4339136-\$ or US-5690334-\$ or US-4266774-\$ or US-4221387-\$ or US-3871659-\$ or US-5388835-\$ or US-4878675-\$ or US-5803455-\$).did.) and (trap or jail) and trap and freez\$	USPAT	2004/11/05 12:07
	2	(board same game) and (trap or jail) and trap and freez\$	USPAT	2004/11/05 12:08
	2	(board same game) and trap and freez\$	USPAT	2004/11/05 12:08
	1	(board same game) and jail and freez\$	USPAT	2004/11/05 12:16
	0	(board same game) and (strength adj value) and (win near8 (land or reach))	USPAT	2004/11/05 12:23
	2	(board same game) and ((piece or token or marker) adj value) and (win near8 (land or reach))	USPAT	2004/11/05 12:28
	4	("2610060"   "3863927"   "4613134"   "5018744").PN.	USPAT	2004/11/05 12:27
	5	(board same game) and ((piece or token or marker) near4 value) and (win near8 (land or reach))	USPAT	2004/11/05 12:28
	5	((board same game) and ((piece or token or marker) near4 value) and (win near8 (land or reach))) not ((("2610060"   "3863927"   "4613134"   "5018744").PN.)	USPAT	2004/11/05 12:28
	0	(board same game) and ((piece or token or marker) adj value) and (win near8 ((end or last) adj row))	USPAT	2004/11/05 12:29
	0	(board same game) and ((piece or token or marker) near4 value) and (win near8 ((end or last) adj row))	USPAT	2004/11/05 12:42